

10/500550 500550

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

(19) World Intellectual Property Organization
International Bureau



Rec'd PCT/PTO 01 JUL 2004



(43) International Publication Date
17 July 2003 (17.07.2003)

PCT

(10) International Publication Number
WO 03/058556 A1

(51) International Patent Classification⁷: **G06T 15/00**,
15/10

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(21) International Application Number: **PCT/IB02/05369**

(22) International Filing Date: 9 December 2002 (09.12.2002)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
02075025.3 7 January 2002 (07.01.2002) EP

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(81) Designated States (*national*): AE, AG, AL, AM, AT, AU,
AZ, BA, BB, BG, BR, BY, BZ, CA, CH, CN, CO, CR, CU,
CZ, DE, DK, DM, DZ, EC, EE, ES, FI, GB, GD, GE, GH,
GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC,
LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW,
MX, MZ, NO, NZ, OM, PH, PL, PT, RO, RU, SC, SD, SE,
SG, SK, SL, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ,
VC, VN, YU, ZA, ZM, ZW.

(84) Designated States (*regional*): ARIPO patent (GH, GM,
KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW),
Eurasian patent (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM),
European patent (AT, BE, BG, CH, CY, CZ, DE, DK, EE,
ES, FI, FR, GB, GR, IE, IT, LU, MC, NL, PT, SE, SI, SK,
TR), OAPI patent (BF, BJ, CF, CG, CI, CM, GA, GN, GQ,
GW, ML, MR, NE, SN, TD, TG).

(72) Inventor; and

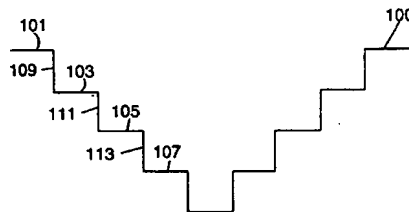
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dre** [NL/NL]; Prof. Holstlaan 6, NL-5656 AA Eindhoven
(NL).

Published:

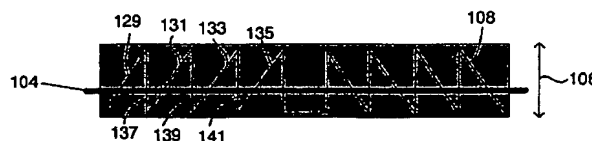
— with international search report

[Continued on next page]

(54) Title: METHOD OF AND SCALING UNIT FOR SCALING A THREE-DIMENSIONAL MODEL AND DISPLAY APPA-
RATUS



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(57) Abstract: A method of scaling a three-dimensional model (100) into a scaled three-dimensional model (108) in a dimension which is related with depth which method is based on properties of human visual perception. The method is based on discrimination or distinguishing between relevant parts of the information represented by the three-dimensional model for which the human visual perception is sensitive and in irrelevant parts of the information represented by the three-dimensional model for which the human visual perception is insensitive. Properties of the human visual perception are e.g. sensitivity to a discontinuity in a signal representing depth and sensitivity to a difference of luminance values between neighboring pixels of a two-dimensional view of the three-dimensional model.

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